









AT ZERO ...















MY NAME IS JEFFREY DAVID SINCLAIR. RANK: COMMANDER. BARTHFORCE.

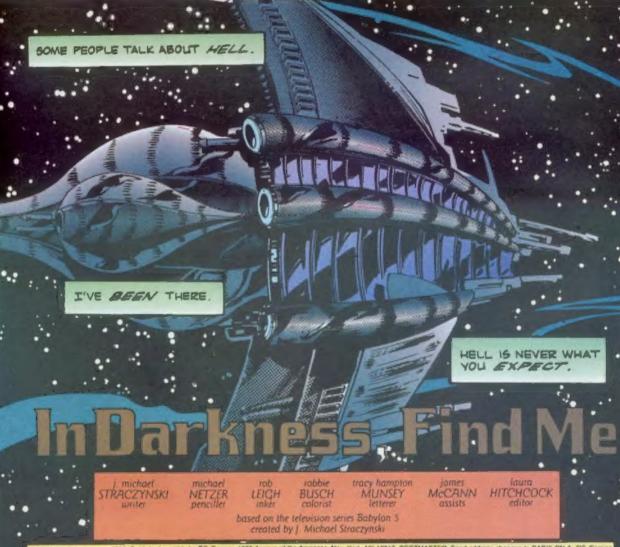


ONE OF TWO HUNDRED SURVIVORS OF THE BATTLE OF THE LINE. TWELVE YEARS AGO.



TWO HUNDRED SURVIVORS.
OUT OF TWENTY THOUSAND SHIPS. TWENTY
THOUSAND PILOTS. TWENTY
THOUSAND VOICES...
CRYING OUT IN THE NIGHT.





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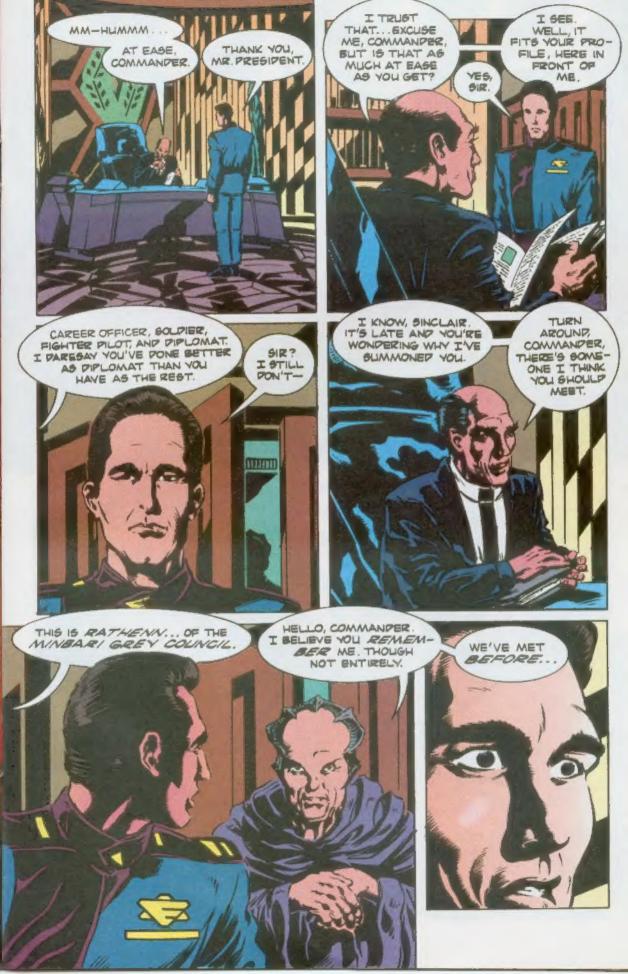




































WE EXAMINED THE
OTHER FIGHTER PILOTS WE
CAPTURED AND INTERROGATED,
COMMANDER THEY WERE THE
SAME SOME TO A LESSER
DEGREE. SOME WITH MORE.
BUT ALL HAD MINBARI SOLLS,
OR PARTS OF



IN EACH GENERATION, THE SOULS OF
OUR PEOPLE ARE REBORN
REMOVE THOSE SOULS,
AND THE WHOLE SUFFERS,
WE ARE PINNISHED.
GRAPUALLY, OVER NEARLY
SIX THOUSAND YEARS, THE
SOUL-WELL GREW SMALLER
OUR PEOPLE WERE BORN
IN EVER SMALLER



BECAUSE, YOU SEE, THERE SIMPLY WEREN'T ENOUGH SOULS TO GO AROUND FOR ALL OUR RACE

WE'P THOUGHT THE
BOLL NUNTERS REGPONSIBLE, BUT THEIR THEFTS
FROM DYING MINBARI ACCOUNT
EP FOR ONLY A SMALL NUMBER
OF MISSING SOULS. WE NEVER
KNEW WIN OUR PEOPLE WERE
PAMINISHED, WAY WE
SUFFERED.



PISCOVERED WHERE OUR MISSING SOULS HAD GONE, TO YOUR PROPLE.











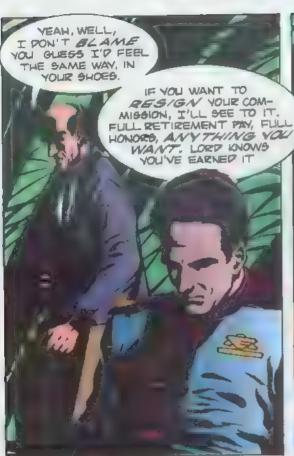




















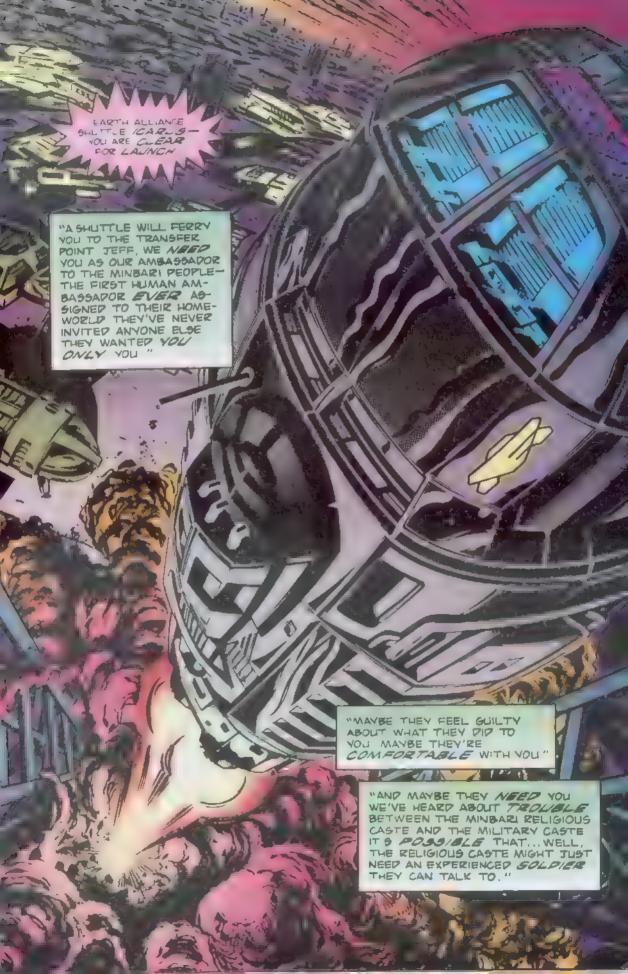


"YOU'VE LIVED WITH





























# BAB GOM

"It was the dawn of the third age of mankind... ten years after the Earth-Minbari war. The Babylon Project was a dream given form. Its goal: to prevent another war, by creating a place where humans and aliens could work out their differences peacefully. It's a port of call, home away from home, for diplomats, hustlers, entrepreneurs, and wanderers. Humans and aliens, wrapped in two million, five hundred thousand tons of spinning metal... all alone in the night. It can be a dangerous place, but it's our last, best hope for peace. This is the story of the last of the Babylon stations. The year is 2259. The name of the place is... B A B Y L O N 5."

### FIRST SEASON LOG

Spinning slowly on the edge of known space, the Babylon 5 space station is a huge, carefully balanced machine, supporting delicate threads of life. Although species from all over the galaxy pass through it, the station was conceived and built by Humans, with support from four elien races: Centauri, Nam. Manbari, and Vorlon. These five are the diplomatic core of the Babylon project... neutral ground for the entire galaxy.

Aside from the laws of the station, however, little is clear on Babylon 5, and little has been easy during the station's first year. Even choosing a commander was troublesome — Earth Alfiaoce proposed many candidates, but the Minbari refused to approve of any... until finally, the name of Jeffrey David Sinclair surfaced. Even with spotty leadership experience, he was the only commander the Minbari would accept.

Why? Reasons are unclear, although Sinclair does share a history with the Minhari — one he understands only imperfectly. Sinclair was one of few Earth Alliance members to survive the Battle of the Line, the final hattle of the last major intergalactic war, pitting humans against the Minhari. Shortly after they captured Sinclair in hattle, however, the Minhari abruptly surrendered — even as they were scant moments from total victory.

Now Sinclair and his successor, Captain John Sheridan, must patch up relationships between interplanetary governments. The Nam and the Centauri have a long-standing fend, even more hitter now that the Nam have everthrown Centauri dominance — and begun their own aggressive expansion. The Grey Council, the mysterious ruling body of the Minbari, seems to encourage peace... but has trouble quelling dissent among the castes of its own people. Already, Ambassador Kosh of the Vorion Empire has survived an assassination attempt, poisoned by a rogue Minbari killer who impersonated Sinclair. And the Vorions are an enigma — tew outsiders have ever seen one without its strange full-"body" environment suit. Other wild cards include members of Earth Alliance's telepathic Psi-Corps, and the mysterious Shadowmen...

Even the space station itself holds mysteries. Before Babylon 5, four previous stations were created — and lost. Three were mysteriously sahotaged and destroyed, and the fourth disappeared without a trace... only to reappear through a rift in time four years later, briefly, then wink out of existence again.

DC COMICE DESTRUMENTAL STREET

Now, there is only Babylon 5, one last station. One final chance for peace.

## J. MICHAEL Straczynski

It's a whole new universe out there... if Joe Straczynski has anything to say about it.

For seven years. Straczynski has worked to bring a new vision of science-fiction stories to television. He traveled to science-fiction conventions around the country, talking about the state of current science-fiction, asking fans for opinions. And at every stop, he honed his concept of a new outer space environment, one that would appeal to people who truly loved science fiction — including himself.

The idea was immensely attractive to creative people, as well as fans. Harlan Ellison signed on as Conceptual Consultant. Ron Thornton and Steve Burg, special effects experts, agreed to design revolutionary new computer imagery for the show [see next page]. As executive producer and creator, Straczynski also brought plenty of experience aboard: he's written several SF novels, plus over 120 television episodes for many animated and live-action television series, including Captain Power, Murder She Wrote and The New Twilight Zone.

End result? BABYLON 5, the saga of a space station, where petty grievances and epic stories play out against a lush cultural background of aliens and humans.

According to Straczynski, the television series will follow a pre-planned five-year saga, building to a definitive end. So for Babylon 5, the future is known, although for the rest of us... surprises are waiting.

NEXT UP: TREASON!

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ON OUT A TRADECIMENT OF WATERS ENDS. CITED ALL TIGHTS MALEST

# THE STARFURY AN OVERVIEW BY MOJO AND RUN THORNTON

Although Babylon 5 is primarily a fixture of peace, it must be prepared to handle violence at many levels. Having a high-profile position on the political map often makes it a target for terrorists and even entire races who sometimes reject its decisions. As a result, this galactic

white dove has sharp teeth to help it enforce diplomatic policy and defend against enemies

In addition to a comprehensive defensive grid of energy weapons and missile interceptors, the station often uses the STARFURY. This high performance space combat/reconnaissance fighter is state of the art Earth technology and is a formidable opponent to all but the most advanced races.

It was designed by Ron Thornton and Steve Burg (who together conceptualized hardware for films such as THE ABYSS and TERMINATOR 2) as a real zero-gravity combat vehicle. It leatures four vectoring thrust nozzles/propulsion units on the tip of each wing. This places the thrust line far from the center of mass, allowing maximum maneuverability with a minimum of power (similar to engines on the McDonnell-Douglas AV-8 Harrier, as seen in True Lus). These units are modular and easily removable. facilitating maintenance and keeping STARFURY downtime to a minimum.

Space-suited pilots stand in their cockpits to help them withstand the high g-forces associated with the breakneck maneuvering possible in a zerogravity environment. By remaining perpendicular to the direction of acceleration, blood will not rush from the pilot's brain as fast, helping to prevent blackout len high-g turn. This principle is employed today when astronauts lie down during a launch

The STARFURY is armed with Copeland JC466/A pulse discharge cannons, located directly below the cockpit on either side. Secondary cannons rest in the same position above the cockpit. They pack a wallop and rarely miss when combined with the on-board Duffy-1018MJ\$ smart targeting computer.

In an emergency, the entire cockpit can eject from the fighter and serve as a temporary lifeboat. Similar to the General Dynamics F1-11, the cockpit separates with an explosive discharge to carry the ot quickly away from highly volatile fuel and

Fuel is stored in the wings of the STARFURY and, although plentiful, burns up quickly under the constant thrust required to engage in combat. Since many alien craft do not suffer this limitation, STARFURY pilots have no choice but to be the best, eliminating their targets swiftly and efficiently.

The STARFURY isn't the prettiest ship in the Bahylon 5 universe, but what it lacks in heauty it makes up for with brawn. The Earth Alliance pilots put it best with their motto: Ugly But Well Hung.

# HOW TO MAKE A STARFURY

Basylou 5 has made visual effects history as the first TV program to produce its effects entirely

> by computer. The process begins by creating a digital 'model' of a ship. such as a Starfury. Like a high-tech version of connect-the-dots, lines are connected by vectors in 3dimensional space to create polygons, simple geometric shapes that are the building blocks of 3D

By assembling thousands of polygons in the shape of a Starlury. the artist provides the computer with a mathematical description of the model. This allows it to figure out what a Starfury would look like from every angle.

In a paint program, colors, dirt. insignias and other small details are painted in the shape of the model. These images, called Texture Maps. are saved and applied to the computer models.

Once the model is finished, it is brought into the computer's virtual soundstage where it must be placed in front of digital cameras and lights. Using a mouse, the animator moves the model, camera and lights to show the computer what is desired.

The computer now figures out and 'renders' the sequence frame by frame. In a complex scene, one frame can take over an hour. There are 30 frames per second, so each second of special effects takes the computer more than 30 hours to

Foundation Imaging currently employs a room full of Commodore Amiga computers with the NewTek

Video Toaster to get the effects finished on time every week. As computers get faster, rendering will become less of a problem and you may yet see even more exciting special effects in future enisodes of Babyton 5!



This is the model's geometry as seen by the computer. Each little square is a flet segment called a polygon. Combined, these polygons create amouth surfaces.



An initial rendering of the finished STARFURY looks like an unpainted plastic model kit. The shape is perfect, yet it is still only half complete.



The finished, pointed version. Texture meet created in a computer point program provide important finishing touckes, turning it into a roalistic space lighter.

RON THORNTON is the Visual Effects Director at Foundation Imaging, which creates the computer-generated special effects for Babylon 5.

🕅 🕕 🌙 🕖 is a Visual Effects Artist/Technical Director at Feundation Imaging and sometimes writes about Babylon 5 for no apparent reason.